Amanda Galemmo

Full-Stack Software Engineer

(661) 678-3781 || amandagalemmo@gmail.com || github.com/amandagalemmo || she/her

SKILLS

Languages: Typescript (Node.js, React.js), HTML, CSS, PHP, Python, C++, C#, R

Databases: SQL (PostgresSQL, MySQL)

Other: Docker, RESTful APIs, CI/CD, AWS, Redis, MobX, Jest

EDUCATION

Chapman University, Orange, CA
AUG 2016 - MAY 2019

B.A. Screenwriting, Computer Science Minor

UCLA Extension, Los Angeles, CA
NOV 2019

Certificate in Data Sciences

EXPERIENCE

Art of Problem Solving | **San Diego, CA** - *Software Engineer* JAN 2021 - JUN 2024

- Led the development of an interactive online video classroom, architecting a scalable and performative system designed to be multiplayer, highly interactive, and featuring integrated browser-based video calling.
- Built and maintained Docker deployment workflows, CI/CD pipelines, and testing suites.
- Led a checkout flow redesign project, modernizing both the design of and technology behind the checkout process, resulting in a 30% decrease in abandoned carts.
- Contributed to the ideation and development of a unified and modernized login and accounts system, serving 1,00,000,000+ users across 4 distinct products.
- Contributed to a company-wide shared package system, building various codegen tools and packages handling server initialization necessities.
- Managed multiple teams of engineers, ranging in size from 3-7, facilitating effective communication and collaboration between team members and product stakeholders.

Recurse Center | **Remote** - *Fellow* SEPT 2020 - DEC 2020

- Participated in a self-directed coding retreat with a focus on learning web development.
- Worked on various individual and collaborative projects including a prototype of a game called *Minesweeper is a Roguelike* and an NLP-powered Tweet sentiment analyzer.

PROJECTS

Stranger Things Have Happened

Video game created in Unity. Utilized independently created assets and wrote C# scripts to create a 2D video game with various stages and minigames.

DHT Matchmaking

Analyzed the advantages of utilizing the Chord Protocol for a distributed hash table versus a single point of entry for a query. I developed functions to locate and communicate between nodes, initialized top-level variables and functions, and developed its UI.